





**PAGER** Version 5

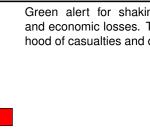
Created: 1 day, 23 hours after earthquake

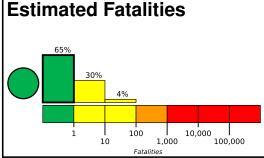
## M 5.4, 9 km E of Yayladere, Turkey

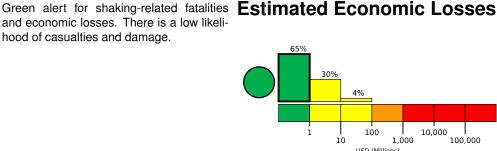
Origin Time: 2021-06-25 18:28:38 UTC (Fri 21:28:38 local) Location: 39.2182° N 40.1766° E Depth: 10.0 km

**Estimated Fatalities** 10,000 100,000 1,000

and economic losses. There is a low likelihood of casualties and damage.







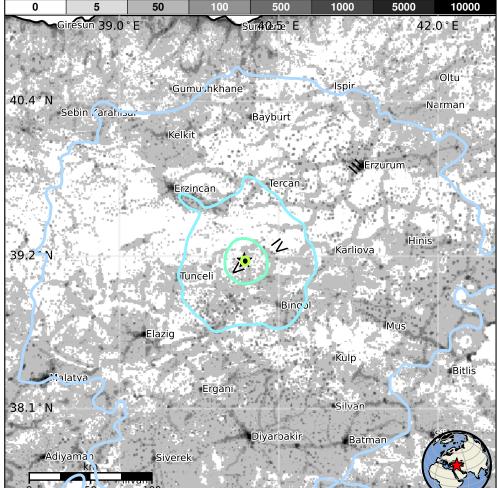
**Estimated Population Exposed to Earthquake Shaking** 

ESTIMATED POPULATION EXPOSURE (k=x1000)		_*	10,262k	414k	16k	1k	0	0	0	0
ESTIMATED MODIFIED MERCALLI INTENSITY		I	11-111	IV	V	VI	VII	VIII	IX	X+
PERCEIVE	SHAKING	Not felt	Weak	Light	Moderate	Strong	Very Strong	Severe	Violent	Extreme
POTENTIAL	Resistant Structures	None	None	None	V. Light	Light	Moderate	Mod./Heavy	Heavy	V. Heavy
DAMAGE	Vulnerable Structures	None	None	None	Light	Moderate	Mod./Heavy	Heavy	V. Heavy	V. Heavy

<sup>\*</sup>Estimated exposure only includes population within the map area.

#### Population Exposure

#### population per 1 sq. km from Landscan



# stone/block masonry construction.

**Historical Earthquakes** 

Structures

Date	Dist.	Mag.	Max	Shaking	
(UTC)	(km)		MMI(#)	Deaths	
2004-07-30	326	4.8	VI(2k)	1	
1976-03-25	304	4.8	VI(1k)	1	
1988-12-07	385	6.7	IX(50k)	25k	

Overall, the population in this region resides in struc-

tures that are a mix of vulnerable and earthquake resistant construction. The predominant vulnerable building types are adobe block and dressed

Recent earthquakes in this area have caused secondary hazards such as landslides that might have contributed to losses.

### **Selected City Exposure**

from Ge	eoNames.org	
MMI	City	Population
٧	Can	<1k
٧	Yayladere	4k
IV	Kasaba	<1k
IV	Sancak	<1k
IV	Karakocan	30k
IV	Adakli	<1k
Ш	Elazig	298k
Ш	Erzurum	421k
Ш	Diyarbakir	645k
Ш	Batman	382k
Ш	Malatya	442k

bold cities appear on map.

(k = x1000)

PAGER content is automatically generated, and only considers losses due to structural damage. Limitations of input data, shaking estimates, and loss models may add uncertainty.